



front three-cushion 5

FRONT MISSION^

—Scars of the War—

02 II Prologue	22 II How to read the battle part
04 II How to operate	23 II battle system
06 II How to start the game	24 II ABOUT THE AP SYSTEM
07 II Game flow	25 II simulation map
08 II Scout	26 II Command Menu
10 II Skills	28 II backpack
12 II Hangar	30 How to read the II status screen
15 II Simulator	31 How to view the II battle screen
16 II Survival Simulator	32 II Link
19 II Arena	33 II Skills
20 II Arena/	34 II stage clear

Adventure Part Tips 35 II Character Introduction

21 II Stage Briefing



At the end of the 20th century, there was a new island that appeared due to an uplift phenomenon in the Pacific Ocean.

The island was named Huffman Island, and a large number of settlements began from OCU, USN, and both countries due to its abundant underground resources.

Until then, Huffman Island, which had been touted as a treasure trove of nature, was reclaimed all at once and changed its appearance completely.

OCU (Oceana Coalition)



Established in 2026, it is a federation that governs the region centered on Southeast Asia, plus Oceania and East Asia. It is difficult to say that the domestic situation is stable.



The territorial conflict, later named the First Huffman Conflict, lasted for two years and resulted in the dividing Huffman Island between the OCU and the USN.

A generation with scars from the conflict has grown up, and the situation has spurred it, and even after that, small-scale battles have been repeated in various places.

The war was once again about to reach the entirety of Huffman Island...

USN (United States of New Continent)

Established in 2020 as a nation formed by incorporating Central and South America, centering on Canada and the United States of America on the North American continent.

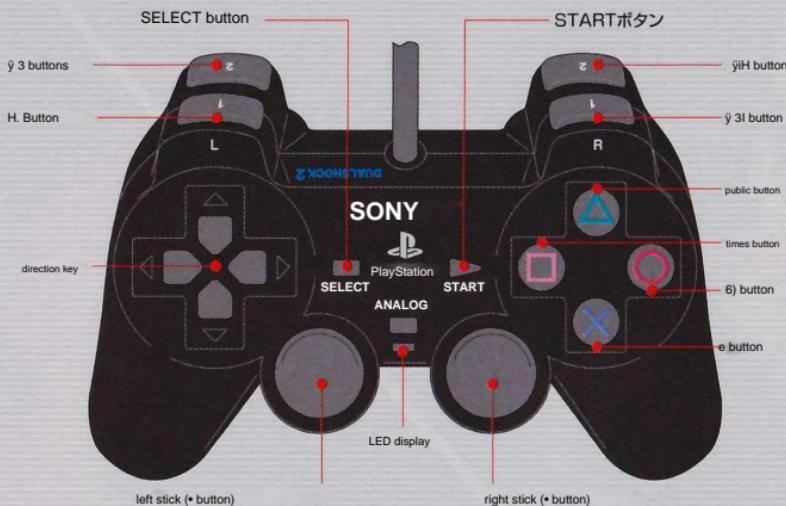
The foundations and principles of the nation follow those of the United States, and the old nation survives as a state awaiting its own autonomy.



Method of operation

13915421030980984190834138840098971

Analog controller (DUALSHOCK 2)



This software does not support the vibration function. •Always in analog mode (LED display: red).

This software is dedicated to analog controllers (DUALSHOCK 2) and only supports controller terminal 1.

adventure part

Directional keys Select command/Move cursor	11y button	Determine Command/Advance Conversation
Buttons Cancel/Fast forward conversation	button of	
ÿ H button Turn page for pilot status , ED button Turn page for pilot status		

during setup

Arrow Keys Select Command	• button	Determine Command/View Part Details
thing button	cancel	times button
button of	/View modification history	Sara button 1 Set up menu page turn
ED button Page forward in the setup menu	E button 1 unit switching	
EQ Button Switch Units	SELECT button L Sort list	

simulation map

direction key	select command/move cursor	. button	command decision
honey potan	Cancel, 'Battle scene cancel' button		Weapon switching
button of	Machine status display		
Ý 3. Button	Machine status display page forward / ally character switching	EB button	Machine status display page forward / ally character switching
Ý Q button	Enemy character switching	EQ button	Enemy character switching
E button	Camera angle rotated 90 degrees	Move left stick cursor	
right stick ↔ →	camera rotation	right stick n	Viewpoint Zoom In/Zoom Out
SELECT button	Display/switch simple map	Displaying the START button	system menu

battle

work button (Long press)	battle fast forward	times button (Long press)	helicopter camera switch
change button	battle cancel	button of	Character name ON/OFF

how to start the game

13115876030010490313365729430023165

When you turn on the "PlayStation 2" main unit and insert the "Front Mission 5" disc correctly, the opening demo will play. The opening demo can be skipped by pressing the START button.

can.

Zero idle screen

Title displayed after the opening demo
START button on the screen or. Press the
button to display the game menu.



Multi-room menu



Renew Game Start the game from the beginning.

Reload Game Start the game from the save data stored on the PlayStation 2' dedicated memory card (8MB).

ý continue If the "PlayStation 2" dedicated memory card (8MB) contains the data saved in the middle of the
battle map, the game can be restarted from there.

Option theater Sound settings/Screen position adjustment/Game settings can be done.

You can play back event scenes that you have seen once.

Select Theater from the game menu to display the save data loading screen, so select the saved save data.

When you load your save data, you'll see a list of events you've seen so far. Car to the event you want to see
The event will be played when you match the solution and press the ý button. Also, depending on the event,
Some of them are played with the Vantour setup reflected, so you can use the button to
After setting up, you can watch the event with your favorite setup.

ý FMO information

You can watch the promotional movie for Front Mission Online.

In this game, the game progresses by repeating event scenes, adventure parts, and battles.

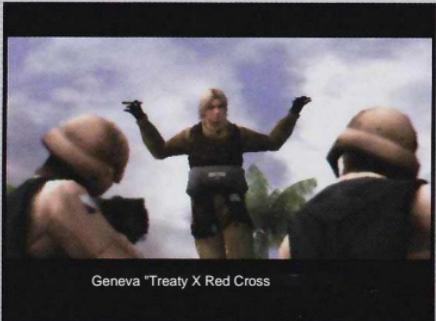
To go. Here is an overview of the game flow.

Hiko Event scene

River

The story progresses through the conversation of the characters.

increase.



dense adventure part

spare

In the adventure part, the base and the aircraft carrier
Select which facility with the cursor and move
can do.

Talk to the NPC character here
new information can be obtained by
Scout into your own platoon as Thule advances
You can increase the number of friends by



Hiko stage briefing

ÿ/ÿ

The tactics of the following battle will be explained.

"Detailed information" in the briefing menu

If you select "Information", the terrain of the next stage and the enemy's
You can get detailed information such as placement, number, etc.
increase. Based on this information, set up again.
such as doing pu and selecting sortie members,
Various preparations can be made before battle.

increase.



ÿtutorial

See 20

ÿRefer to page ÿ

"Hangar (setup) | See P1 2

1 See P1 ミュレーター

ÿ Stage Briefing | See P2i

! // 戰闘

See P22

ÿ save/load

See page 34

scout

65981098703290648320497563059723012

In the adventure part, scout the characters in the facility in the base as Sulli advances. can be added to the sortie members of your platoon.

How to scout //

As the story progresses, "SCOUT-K" may appear under the character's name in the base. Characters with this display can use the button to display their pilot status (see page 09) and use the backwards button to scout their platoon. can be picked up.



Scouted characters are pies in the base. Move to the lot room. Here you can talk with the scouted members, You can also do a pilot setup.



There is a limit to the number of people that can be scouted. If you try to scout more than the limit, you will be replaced with a member currently in the platoon. Become.

Also, please be aware that once a character is removed from a platoon, that character cannot be added to the platoon again.



material pilot status

tide

Screen for checking pilot status

is.

On this screen, the pilot's level, etc.

You can check the status.

You can switch pages with the button or the «» button.

You can change your job status and equip

You can also see a list of available skills.

Dense Job Status

Pilot job level and up to the next level

You can check the required experience value of

There are six types of jobs.

Team job type

>

Sub-Striker ! Mainly uses melee attacks in close quarters combat.

Assault

Even in close combat, the attack ratio with guns is high.

Bow Gunner

Sniper from a long distance

Launcher

Specialized in using shoulder weapons

Mechanic | Repair the damaged aircraft and recover the damage

Jammer

Specializing in Wv Z1 battle

Bottom! What is a "Job"?

1

Jobs in this game are like proficiency, such as machine guns, which are weapons for close combat.

If you attack with a gun, the job level of [Assault] will rise, and if you heal allies with the repair backpack

Lines related to weapons and backpacks used, such as increasing the job level of [Mechanic]

Experience points are added to each job by movement.

There are also job-specific skills (see P.10).

skill

78589649796840968740874096850987409

Characters have higher pilot and job levels.

to gain EP (experience points).

You can acquire skills by consuming that EP.



Skill type

	is a battle skill	Skills that are triggered by chance during battle.
	Tadashi Auto Skill	It's a skill that works just by equipping it.
	// command skill	It is a skill that activates by selecting and executing commands that are added during battle when equipped.
	/// Special Skill I Re	It is a special skill that is more effective than normal. Each pilot can only equip one.
	/ Link skill	Skill for link attack.
	Leader skill	A skill that affects all platoon members if there is a unit equipped with it.

The types of skills that can be learned will increase depending on the job level.

For special skills, only the special skills of the aptitude job set for each character can be learned.

I can't.

For example, a character whose aptitude job is [Assault] can increase the [Assault] job level to [Attack].

You can learn the special skills of Sult, but the job level of [Striker] has increased.

However, the [Striker] special skill cannot be learned.

Skills other than special skills can be learned by raising the level of each job.

I can.

パートスキル

パートスキル are functions attached to parts and weapons.

パート・武器力 The parts skills I have are as shown in the picture.

表示されます。

パートスキルの

Movement force +	Increased mobility
SB defense power +	Set up all parts with parts of the same lineage
(*1)	Defense increases when

(*1) SB (セットBonus) Set all parts with parts of the same lineage

アップした場合に: It is a part skill that can be guided.



	Example 1	Example 2	Example 3
Torso parts Left	Mungos "SB defense power +8"	Mungos "SB defense power +8"	Mungos "SB defense power +8"
arm parts Right	Mungos	Mungos	Mungos
arm parts Leg	Mungos	Mungos	Mungos
parts	Mungos	Namskull	Gust
SB anti-translation power	effect	effective	No effect
	All parts are mungos So, the effect of "SB defense power +8" can get	Mungos and Namskull are the same lineage , so this combination The effect of "SB Defense Power +8" can get	Ghast is different from Mungos Since it is a part, "SB defense power +8" cannot get the effect of

61391542103098098419083413884009897

skill

/skill equipment

Acquired skills will not be effective unless you equip them. Equipped with Pilot Setup Mashiyotsu

Displays the skill equipment menu in pilot setup. **n** »stock list

Package >Skill Details

» Currently Equipped Skill List

ÿ »Skill slot

Pressing the button on this screen will display a list of skills that can be purchased. "Buy" the skill here and move it to your stock list. "Purchase and equip" will equip it in the skill slot.

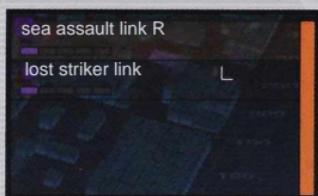
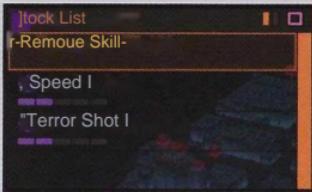
Each skill has a certain number of slots it needs to be equipped, and each pilot has a maximum number of slots that they can equip.

*The maximum number of skill slots increases with the level. will increase.

Each time you press the button, the explanation of the effect of the skill and the information of the effective weapon is switched and

displayed. Even if you equip a skill, if you don't equip a compatible weapon, the skill's effect won't work, so pay special attention to information about your effective weapon. Let's check.

ÿPress the D13I button to change the window current to the eye and press the ÿ button to remove the equipped skill.



hangar

13026079879847893501804987513069870

In the hangar of the adventure part, you can set up the Wanzer.

Set up by talking to the NPC in the hangar

mode. Player is USN

A soldier who belongs to the army. Wanzer and weapons will be provided by the military, so CP (Co You get it in exchange for a money-like item called Mandpoints .



Next, set up

y^A/anzer List

nine

You can select the aircraft to set up. You can change the pilot to board with the button
(-I can call you.



y^Hanger Menu

set up y y y y y y y y y y

You can set up parts, weapons, and backpacks . If you select a setup from the Hanger Menu, you can create the torso, left and right arms, leg parts, weapons The part to be set up, such as a backpack, will be displayed, so select the part you want to set up.



D > Stock List/Supply List

A list of parts in stock will be displayed. Replenish with the turn button

You can switch between lists.

B , pilot window

Information about the pilot on board will be displayed.

E1--> spec

The performance of the selected part is displayed.

Press the SELECT button to sort the parts according to the criteria.

改造

Consume RP (remodeling points) and CP to purchase parts. You can modify backpacks and weapons. If you trade in a modified item, the CP used in the modification will be returned. How

the part you want to modify and press the • button

The modification type selection screen will be displayed. There may be several patterns of remodeling that can be done at that time, but only one type can be selected. Sometimes it doesn't work.

When you press the button, the modification history is displayed in a tree is shown.

Once you decide to remodel, you cannot return to the original state, so please make your selection carefully.



Dragon Item

You can purchase items and equip them in your item backpack.

ÿ > Stock List/Supply List

A list of items in stock will be displayed.

- Resupply with a button

You can switch between lists.

B » Backpack

Shows the backpack you have

equipped and the items you have set up will be



E1 > Spec

Details of the selected item are displayed.

Items can be rearranged according to criteria by pressing the SELECT button, just like parts.

AOnce obtained items are used in battle, they can be used again after clearing the stage.

hangar

(58750360509453680803190848026500761

Aircraft color

You can change the aircraft color of your Vantour. You can change camouflage and armor colors. Also, these colors will increase as conditions are met.



#aircraft name clothes

You can change the aircraft name of your Vantour. The machine name can be given within 9 characters using "Kanji", "Katakana", "Kanji", and "Alphanumeric".



Aiku body spec

You can check the machine specs. You can check the specs of the equipment you have set up.

. Press the button to open the detail information window for the part.

You can show/hide the window.

to come.

Also, by pressing the button, you can switch to the view mode where you can check the whole view of the set-up Wuanzer.



Ah Z fuselage

You can purchase a set aircraft. A set machine is a machine in which the parts and weapons are assembled in a state that is optimal for the fighting style. is. It is also possible to trade in the current equipment at the time of purchase and purchase it with the difference.



16598109870329064832049756305972301J

simulator'

The simulator allows you to conduct combat training on a virtual battlefield based on your current platoon formation.

Talk to the NPC in the simulator room

You can do battle training by kicking it.

You can also access the battle simulator from the briefing menu after the stage briefing.

can be started.



Second lieutenant, will you start training with Urator ?

Battles take place in a virtual space like the one on the right.



In the battle simulator, experience points are added after the

battle ends. A battle simulator map is a story

It will increase when you advance or meet certain conditions.



survival simulator

90310446960090966608879397068686625

Unlike a battle simulator, it is a type of simulator that continuously clears the map one after another. vinegar. In the survival simulator, the number of floors that can be reached changes depending on the progress of the game.

As Sue Lee progresses, the armored system

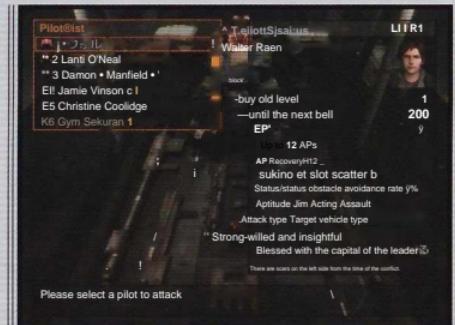
NPC in the simulator or stage

Choose from the leafing menu.

When started, the pilot selection menu is displayed
will be

Only one unit can participate, so the pilot from the list. press the button when

The aircraft at the start of the sapaibanore simulator is fixed. A is defined. set up by the player is not the aircraft.



dense system command

Press the START button on the simulation map

Press to display System commands.

Phase end	End of player phase
Intermediate save	Saves the current state.
option	<p>Sound settings, screen position adjustment.</p> <p>You can change game settings.</p> <p>In the game settings, combat speed</p> <p>You can change the mode, battle viewpoint, etc.</p> <p>increase.</p>
Give up	Finish Survival Simulator finish.



Intermediate saves are possible on floors marked with 8, 9, or \bar{y} .

I can't

Dream Command Menu

During the player phase, after moving or

at the place of Press the button to display the command menu is displayed.



cut attack	Attack enemy units within attack range.
S item	use the item.
ycargo	Pick up/place a container. If you already have a salvaged container, 4 adjacent squares can be placed in

ÿ device startup	Activate the transfer device and move to the next floor.
ÿend	End the action of the unit.

* Commands in blue are displayed when a unit can be adjacent to a container or transfer device.

How to view the squad _____ things

unit data window ///////////////

See page 23 for how to view the window.

Containers may be placed on the Survival Simulator map. Place your unit next to a container and select Cargo from the command menu to collect the contents. In addition to collecting items, you can also destroy them by attacking them.



If you damage a unit in range or pick up a container and place it on another square and destroy it,

You can also say There are 3 types of containers, which can be distinguished by color.

There are items that are effective during battle when collected in the cargo.

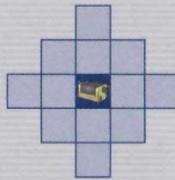
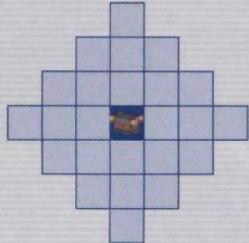
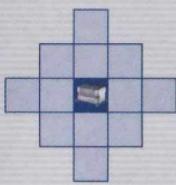
There are items that have effects when you move to the floor while collecting them.

Types of V Containers and Scope of Influence>

normal container

¶ Explosive container

System Failure Container



(Units within range will be system down.)

Transfer device ///////////////ý////////ýýý//ýThe device

that transfers to the next floor. You

can go to the next floor by selecting the command next to this device. * You can also go to the next floor by annihilating the enemies.

survival simulator

86092038213357134698023731961480950

/ intermission

When you clear the stage, sortie to the next floor
An intermission screen will appear in front of
you. On this screen, you can set up and pilot
your Vantour in preparation for the next map sortie.
You can set it up.



ÿ Wantour Setup You can set up Wanzer and items.

ÿPilot Setup 1 You can do pilot setup such as skill set.

ÿ Give up You can escape from the Survivor Rare Simulator. However, equipment items and cargo
items will disappear.

ÿescape If you have an escape item, you can escape from the survival simulator.

ÿsortie Sortie to the next floor.

清算画面

for/

Clear the lowest floor reachable at that time.
or use an escape item to exit the survival
simulator.

You can select up to 10 items that you have
obtained before and take them home.



n - A list of items obtained in the Survival Simulator. The list of items is
displayed for each group. You can send the page with the m plate button first.

ÿ...Ikkei Displays the details of the selected item.

Items that can be brought home can be selected from the list and taken home as they are, but only for survival simulators
Items that cannot be brought back from here can be converted to RP (modification points) and brought back.

アリーナ

In the arena, set the number of participants, the number of enemies, weapons for convenience, etc., and bet CP to fight.

You can watch.

*Combat is automatic.

At the beginning, only one person can be selected for both enemies and allies, but if the conditions are met, the number will increase to 2 and 3. Select the number of participants in your team. Select the next pilot to join.

If you press the button in this state, the currently equipped skill will be displayed.



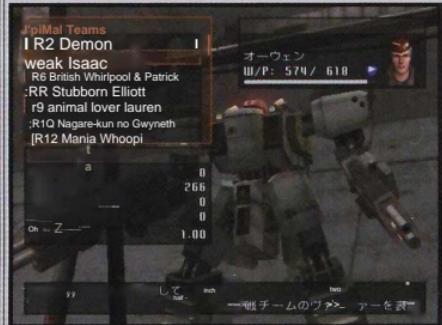
Press the select button to select the pilot

You can switch the main weapon you use by pressing the button after you have finished.

After the setting is completed. Press the button to proceed to the next step.



When you finish setting up your team, your opponent selection screen. You can also choose the number of people in your opponent's team from a minimum of 1 to a maximum of 3. Decide on the number of players and proceed to the next step to check the status and odds of your opponents. vinegar. Also, press the button to view the Van Tour can be displayed.



When you decide the CP to bet at the end, the battle will start.



Arena/adventure part tips

h6281948543198008041

After the battle ends, CP will be returned depending on the victory or defeat.



Dense ^ Adventure Part Hints

What if you don't know where to go next in the adventure part?



Let's go to the place where the cursor is blinking.



What if there is something you don't understand while playing the game?



Various things in the adventure part

There is a tutorial NPC called James Sato or Gary Sato who will teach you. If there is anything you want to confirm, talk

Let's try it.



stage briefing

Be sure to prepare for the next battle before sortie
 Briefing (explanation of strategy) was held.
 vinegar. When the strategy explanation is over, the briefing
 news is displayed.



Briefing operation

You can check the details of the strategy for the next battle again.

Non-detailed information

You can check the details of the strategy, such as enemy information.

More when you select the menu. Press the button to enlarge the map, and use the directional keys or left stick to move the unit.

You can check the level and job of the unit by hovering the cursor over the box.

ward hanger

Set up the Wanzer. (See P12)

the pilot

Set up the pilot.

You can change pilots to sortie and change skill equipment. (See P11)

[More!] Nsan Urator

Start battle simulator, survival simulator. (See page 15)

Zui Arena

Start Arena. (See P19)

Hei system

Save and load. (See P34)

sortie

Sortie on the simulation map.

View of the battle part

96139154210309809841908341388400989

Flow on the battlefield

1 > Placement of player units 2

Conversation

event 3 >

Battle 4 ---- 1 >> Obtain experience points and RP



Don't let the pitiful coffin bastard
put off 1Z

Arrangement of sortie units

Like

When entering a battle, select and place the units that will sortie into that battle.



For stem command 0/

Press the START button on the simulation map

Press to display System commands. Also, when you press the SELECT button, three types of simple maps for that stage will be displayed.



y End Phase End the player phase.

Victory conditions

Victory conditions You can check the defeat conditions.

y Intermediate save Saves the current state.

y Option

You can change sound settings, screen alignment, and game settings. In the game settings, you can change the battle speed, battle viewpoint, etc.

y Give up

Return to the title screen. It is not saved.

How to read the simulation map

simulation map

to select an attack and select an enemy

Then you will see this screen

increase. The blue percentage display is your hit rate, and the red is the enemy's hit rate.



unit data window

2	Frost	15	8	PB	9	14	400
3	Walter Fenn					15	222 222
4	AP: 7/12	5	MU: 6	6	LU: 1		311
1	BP: ITEM						

- 1 → Pilot's face graphics.
- 2 → 機体名。
- 3 → A pilot's name.
- 4 → 残りAP／最大AP。このポイントを消費して行動します。
- 5 → Mobility.
- 6 → Pilot level.
- 7 → The type of backpack you have.
- 8 → Type of weapon used. (See P30)
- 9 → The attribute of the
- 10 → weapon used. → Number of attacks. ATK: 2 attacks twice.
- 11 → AP consumed by attacks. ATK: 2 AP: 3 attacks twice, but consumes 3 AP. → damage X number of
- 12 → bullets fired. Weapon
- 13 → accuracy. For MS/GR/RK, the number of remaining uses/maximum number of uses
- 14 → Displays the HP of each part with a bar and numbers. From the top, the torso, left arm, right arm, and legs.
- 15 → The attribute defense of the unit.

2 buttons	Check unit status, job status, and equipment skills of allies and enemies^
later tongue	Toggles weapon usage status.

About the AP system

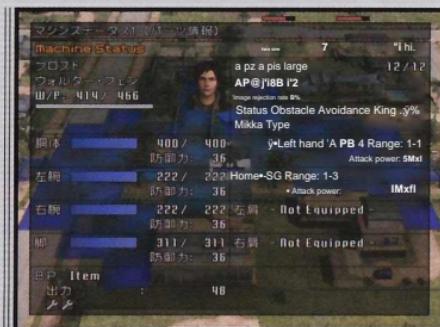
02131158760300104903133657294300231

What is AP = action point? // AP is an action that can be performed in a turn!

It is indicated numerically.

All enemy and ally units take some kind of action.

Consume when waking up.



AP consumption in training

AP is shown as 1.2

AP is basically 1 square when moving

1 point will be consumed.

I this moves 2 squares from the original square

I am trying to.

If decided at this movement place, this turn

Remaining AP will be 10.

1 in the upper right is AP when moving this square

It is an indication that 1 is consumed.



AP is not correct

It is displayed that AP is insufficient, and taking that action is you can't.



Attack where AP consumption

The AP display is 1013.

! is AP left after moving, 3 is equipped

The consumption AP of the weapon (in this case SG's AP) is displayed. remaining after attacking AP is fu.

AP that counterattacks even if attacked in the enemy's phase

It means that there is a



simulation mats

Rule Sword

The part displayed in blue centering on the selected unit indicates that the unit can be moved. range.

Move the cursor to the destination and press the **Y** button to confirm.

Please specify.

Press the work button regardless of whether to move and a command menu will appear.

An E icon will be displayed on the unit that has finished its action.



*The turn order of the units is automatically selected, but it can be changed with the **«Bi** •ID button.

You can also change it by moving the cursor to another unit and pressing the **•** button.

* When you press the dish place button, the cursor will match the enemy unit.

/ movement limit

Leg parts are affected by terrain. Try to set up the stage according to the characteristics of the stage.



command menu

11659810987032906483204975630597230

During the player phase, after moving or on the spot. Press the button to display the command menu. will be



* Depending on the setup status, commands such as command skills may be displayed. * Items, repairs, EMP, and attribute defense commands are displayed only when a usable backpack is equipped. not

Attack

Select an attack from the command menu and confirm.

Crouching attack range

The area displayed in red around the selected unit is the attack range of the weapon used.

Switching weapons used

If there are multiple usable weapons, switch with the round button can do. Also, when you switch weapons, the attack range of that weapon will also switch.

Figure attack target selection

If you can attack multiple enemies, you can switch between attack targets with the ID • I3! button. Please confirm with the function button. Move the cursor with the directional keys and left stick to specify You can also. Even if there are enemy units within the attack range, the hit rate may be displayed as 0% if the AP is insufficient or if there are obstacles between the target and the attack target.

In case of enemy phase

Actions that can be taken when attacked during the enemy's attack phase appears in the window. Please select and confirm with the @ button.

Dense AP Consumption

The amount of AP consumed by an attack depends on the type of weapon used.

Backpack

89785896497968409687408740968509874

7 Iram years old

If you have set items in your backpack

"Item" command will appear. Your aircraft or

within the range displayed in green

Can be used on allied units in As the backpack

level increases, they are no longer adjacent.

can be used even if

Select Items to display a list of available

items.



Beam Repair#

Units equipped with repair backpacks

If , the "Repair" command will be displayed. You can recover, repair, or remove yourself or your allied units.

The area displayed in green is the effective range of use.



恢复 | Recovery

修理 | Repair destroyed parts.

削除 | Remove | Recover status failure.

. A further window will appear if you select the repair function with the button. Press the Y button here to confirm.

#emp

Units equipped with an EMP Backpack can perform EMP attacks.

The EMP attack range is displayed in red. List of possible EMP attacks when selecting an enemy is displayed.

Please.



sucking status disorder

EMP attacks can inflict status damage.

A	Attack system down	You will not be able to attack/counterattack.
M	Movement system down	Movement You can no longer evade.
B	BP system down	You will not be able to use the backpack function.
S	System down	Attack, movement, and backpack all go down.
L	Link system down	Link support attacks cannot be performed • You will be unable to receive them.

Features of the backpack that are not displayed

Ichiho

yturbo	Increase output.
ysensor	A sensor-equipped backpack automatically guides friendly missiles. Missiles from any distance will hit enemy units in the vicinity of the equipped unit.

Backpack type this

Some backpacks have dual functions.

Example:

Sensor EMPo

It has both sensor and EMP functions.



How to read the status screen

97130260798798478935018049875130698

Machine status 1 screen will be displayed when you press the button with the unit as the target. 1ibota
You can switch pages with the 3i button. Own machine status 2 screen



Dream job status and equipped skill screen

Kiyoshi

You can check the Q job level and the skills that can be equipped. Press the direction button to display the detail screen of the equipped skill.

Become. You can check the details of the skills you have equipped. See P11 and P33 for skills.



- 1 --- Aircraft name • Pilot name • Wanzer total weight/total output • Pilot face graphics
- 2 --- Current HP/Maximum HP of each part • Defense power of each part
- 3 ... Types and performance of Ayumu backpacks. »Pilot status.
- 4 ... Equipped weapon status. ... of fAdditional functions of Wanzer parts.
- 5 ... the reserve weapon: H Pie!, Not 1 Nobe JI Hachi
- 6 ... Status of each job. LV is current level/limit level
- 7 ... »Equipped skill. ... Dish -> Skill Requirement Slot.
- 8 ... Effective Weapons Fixed skill description

attribute defense



Attribute defense is the damage dealt when attacking with a weapon of the same attribute as Wanzer's attribute will decrease. As the game progresses, the enemy Wanzer will not have attributes. Player Vantours can also be modified with attributes. Weapons have attributes from the beginning.

weapon type

ý MG machine gun	ý SG Shotgun Son	// 火炎放射器
ý GG Gatling Can ý	ý RF Rifle	// BZ Danken enemy
Missile	ý GR Grenade	RK plate blood
ý KN Knuckle	ý RD rod public	// バイカルパンカー
ý SD Shield	IL A K/IS/GR/RK has a limited number of uses.	

Battle screen view

Choose an attack weapon on the simulation map. Pressing the button brings up this battle screen.



n -> the attacking character is the leftmost character.

S ...> The attacking character's window is shifted and emphasized. **y >**

Damaged unit's window turns red.

How to operate while the battle screen is displayed

. button (Long press)	battle fast forward	times button (long press)	helicopter camera switch
fat button	battle cancel	Button for	character name ONZOFF

These can be changed in the "Options" game settings.

About old stray bullets

In this game, stray bullets (damage) to units that are in line of attack, even if they are not participating in the attack. message) may hit.

Pay close attention to the positioning of your enemies and allies before deciding your actions.

Link

01236591476298609736289485431980080

Equipping a link skill allows you to support your allies. *Link attack*

conditions! 111111111111111111 • Link skills must be equipped.

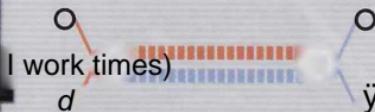
Be within range.

•Attack •Remaining AP to counterattack.

*Missile/Grenade/Rocket attacks

! No link occurs.

* Enemies also generate links.



The blue letter is the hit rate of your unit, and the red letter is the hit rate from the enemy unit.

The blue line is your own link, and the red line is your enemy's link.

Figure link flow

Attack or counterattack with each attack method.



Characters who participate in the attack will receive job experience points.



yyAn example of a battle skill

ÿCharge n

Increases melee damage by 1.4x.

Koku "Auto Skill Example

ÿ Max AP+1

Increases maximum AP by 1.

Circumference "Examples of command skills

ÿFocus up

Easier to hit the body.

yyExample of a special skill

ÿ Barrage

Attacks all units within range. Damage is multiplied by 1.5.

times "link skill example

ÿAssault Link L

If you have a close range weapon in your left arm, you can link attack.

Examples of Concave Leader Skills

ÿSkill +2%

Increases skill activation rate by 2%.

*Skill chain

Depending on the probability, the skills set for each may be activated in succession. Each skill has its own chain probability.

Chains have attack damage bonuses, so the more you chain, the better in battle.



stage thalia

40967503605094536808031908480265007

If the victory conditions
are met, the stage will be cleared.



D > name/face graphic/current level/number days to next level > earned RP/
total RP E1-...> earned CP/total CP

save duty game day

Select the save menu from the communication
department of the adventure part or from the briefing menu.
Select to save game data.

* The save data for this game requires 124KB or more
of free space on the "PlayStation 2" dedicated
memory card (8MB).

* Also, you can save up to 30 game data per
PlayStation 2 memory card (8MB).



Of course save the intermediate data

Press the START button on the simulation map to
open the system window and select Save Intermediate
to save the intermediate data. Separately for
normal stages, battle simulators, and survival
simulators

Since it is not possible to save interim data
be careful.

* Intermediate data for this game does not require more
than 345KB of free space on the "PlayStation 2"
dedicated memory card (8MB).

* Intermediate data is stored in one "PlayStation 2" dedicated memory
Only one save can be made per card (8MB).



Character introduction



Walter Feng

Walter Feng/ (voice: Tomoyuki Morikawa)

Belongs to USN.

The large scar on his left cheek is from when he was a child.

Originally, he had the personality of a naughty kid who grew up as he was, but because of something, he stopped showing his emotions so much.

A female officer who is younger than Walter. He is strong-willed and usually speaks in a commanding tone. I'm from the same facility as Walter, and I've always cared about him...

The main commander of the "Special Armored Assault Regiment" Strike Wyverns.

Lynn Wenwright/(voiced by Mitsuko Honda)

Lynn Wenright



Lynn Wenright

Character introduction

01236591476298609736289485431980080



Edward Collins

Edward Collins/(voiced by Wataru Takagi)

A member of the Strike Wyverns and a subordinate of Lynn. Born in the same facility as Rin and Walter, it features a machine gun talk that is said to be enough to talk to him for about 1 minute every 3 years.

A childhood friend of Walter and Randy.

Among the three, he is like an older brother. The scar on his left arm is from protecting Walter when he

was a child. Glenn Duvall/(voiced by Toru Okawa)

--Glen Duval



Character introduction

Hector Reynolds



Hector Reynolds Hector

Reynolds / (voice: Setsu Taniguchi) Captain of the

"Special Armored Detachment" Barghest. He
understands Rin, and that's why he's interested in Walter.
He is too sharp
and is hated by the upper echelons.

Childhood friend and best friend of
Walter. Good-natured and unreliable at first, but hates
crookedness and has a strong sense of
justice. I like chocolate bars and always keep them in my breast pocket
I'm letting

Randy O'Neill/(voiced by Toru Inada)

| Randy O'Neill



SQUARE CNIX. GALLCRY

 ブラック [Character]

 EZweb Top menu | Search by Category | Images/Characters | tv/games |

 Vfon Menu list | Boku * Wallpaper Standby

>c game character

*Fee: 315 yen/20 sheets per month (tax included)

スクエニ ギャラリー

*Fee: 315 yen/20 sheets per month (tax included)

スクエニ ギャラリー

*Fee: 315 yen/20 sheets per month (tax included)

スクエニ ギャラリー

SQUAR and NOG MELODY

 UL1 Top menu | Menu List | Ring Melody/Karaoke

Fee: 315 yen per month / 10 songs included

スクエニ メロディ

 Z1 Top menu | Search by category | Ring melody | Anime/Games

Fee: 105 yen/5 songs per month (tax included), 32 yen/1 song (tax included) after 6 songs in the same month

スクエニ メロディ

*Fee: 31 yen/music included

 3 3 menu list

jy[Chaku-song/Ring Melody]jy[Game/Pachinko]

スクエニ メロディ

Front Mission Mobile

 iモード Top menu | Menu list

Game | Simulation

フロントミッションモバイル

*Fee: 525 yen per month (included)

 EZweb Top menu | Search by Category | Game | Simulation

フロントミッションモバイル

*For use, i-mode and Vodafone Live! Requires subscription to EZweb service and communication charges. "i-mode" and the F-Mobile logo are trademarks or registered trademarks of NTTK Como Next [EZweb] and the F EZweb logo are trademarks or registered trademarks of KDDI. "Vodafone, Vodafone live!, Vodafone Group Plc are registered trademarks or trademarks.

if you thought it was a malfunction

If it does not work properly even after following the instruction manual, please check the following points first.

No screen

- Is the MAIN POWER switch on?
- Forgot to turn on the TV?

(2) The screen appears but cannot be operated

- Is the connection of the controller [analog controller (DUALSHOCK 2)] correct?
- Is the controller in question an analog controller (DUALSHOCK 2)?

Save the data

- Is the PlayStation 2 "Zenpo Memory Card (8MB) highly recommended?"

- Is the PlayStation 2 "Kenji memory card (8MB) properly handled?
- Is the saved date worth it?

Do not make any troublesome folds that can be loaded

- There is a bug where the save data has been stolen. Please ignore that data.

The game is plotted in advance

- If there is a crack in the disc's memory card (placement), it will be kicked out with a soft touch of the eyeglasses.

Hurry up and try it.

- There are cases where we can not support the ship of the Korean ship that has been damaged due to the bruise, so please let us know in advance.

If it does not work properly for reasons other than the above, please contact our information center.

[We may not be able to support products that have been on sale for a number of years since it was released.]

[2] We do not provide support for data that has been lost or altered by unauthorized means.

So please be forewarned.

お問い合わせ先

Square Enix Information Center

151-8544 3-22-7 Yoyogi, Shibuya-ku, Tokyo Shinan Uy Quint Building 10F

PHONE 0570-003-399 (From PHS, please call 03-5333-1860)

- Reception hours: Mon-Fri 11:00. 19:00 (Excluding Saturdays, Sundays, national holidays, and

our designated holidays) Fax information service Fax: 03-5972-6626 (available 24 hours a day. This service is for exclusive use, so please do not hesitate to contact us, you can't

Morning sickness, 3 volumes e'Kusatsu mn:n"

*Call charges are the responsibility of the customer.

*We do not answer questions about game strategies or data. Also, even if you have an inquiry other than a strategy, please do not hesitate to contact us.
Please note that we may not be able to answer depending on the content.

Website <http://www.square-enix.com/jp/>



front three-cushion 5

FRCJZT MISSlÿZ®

—Scars of the Wan—

SQUARE NIX®

Carefully read the precautions written in the "Instruction Manual" of this software and the "Instruction Manual" of the "PlayStation 2", and use it in the correct way. please give me. Please keep the "Instruction Manual" and "Instruction Manual" in a safe place.

Health Precautions

- When playing, keep the room well-lit and as far away from the TV screen as possible.
- Avoid playing when you are tired or sleep deprived.
- For your health, please take a 15 minute break every hour while playing.

Concerning seizures caused by light stimulation

In very rare cases, symptoms such as temporary muscle spasms and loss of consciousness may occur when exposed to strong light stimulation or when watching a TV screen without repeatedly blinking.

There are reports that there are people who wake up. If you have any of these symptoms, be sure to consult your doctor beforehand. In addition, such symptoms during play If you do, stop playing immediately and seek medical attention.

Immediately stop playing when

- If you experience dizziness, nausea, fatigue, or motion sickness-like symptoms, stop playing immediately. When stopping playing does not fix the problem should see a doctor.

Stop playing immediately if you feel discomfort or pain in any part of your body, such as your eyes, ears, hands, or arms. If it doesn't get better after a while, see a doctor.

Please see a doctor.

About the software that supports the vibration function of the h controller

- If you have a bone, joint, finger, or hand disease, do not use the vibration function.

Do not play continuously for a long time using the vibration function. As a guideline, take a break every 30 minutes.

Precautions for use

- This disc is dedicated software for Home Computer Entertainment System A "PlayStation 2". For use with other models Doing so may cause malfunction of the device or adversely affect your ears and eyes, so please refrain from doing so. • This disc is

Intsc 111 FOR SALE AND USE Explosion date is only available in the PlayStation 2 domestic market. • disc

When inserting the disc into the "PlayStation 2", be sure to set it so that the label side (the side on which the title etc. is printed) can be seen. • Direct sunlight

Do not store in places with high temperatures, such as where it will be exposed to direct sunlight or near heaters. Avoid places with high humidity. • Both sides of the disc

Please do not touch it. • Do not stick paper or tape to the disc. • Do not write on the disc with a pen or the like.

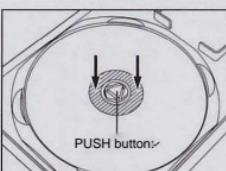
• Fingerprints and dust on the disc can cause the image to be distorted and the sound quality to deteriorate. Keep it clean. • Daily care wipe gently with a soft cloth from the center of the disc to the outside. • Do not use benzine, record cleaners, anti-static agents, etc., as they may damage the disc. • Never use cracked or deformed discs, or discs that have been repaired with adhesive, etc., as they may cause malfunction or damage to the main unit. • After playing, return the disc to its case and keep it out of reach of children.

Please keep it. Stacking them without putting them in a case or leaning them diagonally can cause warping or scratches. Do not insert fingers or other parts of the body into the holes in the disc.

Do not insert any part. First of all, it may not come off or hurt your body. • Never throw the disc. human body

may injure others. • We cannot compensate for scratches or damage caused by mishandling by the customer.

note that. • "PlayStation 2" memory card (8MB) X "PlayStation BB Unit". "Pocketstation" may be required depending on the software. For details, please refer to the "Explanation Manual" of the software. • If you use the "PlayStation 2" on a plasma TV or LCD Image burn-in (afterimage) may occur if you connect to a projection TV (screen projection type TV) other than this one. Especially still images is displayed on the TV screen for a long time, burn-in may occur.



disk attack

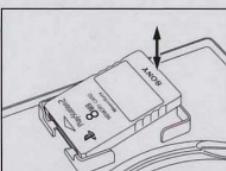
Press the PUSH button to make the disc slip

Please try again later. put the disc in the trash

When I tried to respond to the

Doing so may scratch or pinch your fingers and cause injury.

increase.



Defective memory card

Lift from the right edge. force the terminal side

Pulling up may damage the memory card.

Please do not do so.

'vR', 'PlayStation', 'DUALSHOCK' and 'PocketStation' are registered trademarks of Sony Computer Entertainment Inc.

How to store discs

Snap the disc just outside the hole (shaded area)

Push until you hear a sound. If the disc is not stored properly, it may crack or be scratched.

Please note that it may cause

How to store the memory card

With the y side facing up, put the terminal side on the hook on the left end.

Insert it diagonally and lightly point the right end.